

During this first trimester, my focus was on building a structure which allowed for a non-linear navigation of an essay, which derived from my previous research on text adventures. Throughout this process, I started prototyping 3D environments with the help of the three.js library and overlaying it with an interactive multiple choice style interface. The initial idea was for the digital environment to adjust according to the path the player takes by navigating through the given options. The big challenge was to find a way to make this process meaningful not only for web but also print and making it suit the content of the essay "Resurgence" by Isabelle Stengers. Deeply inspired by the lecture of David Maroto on "choose your own adventure" books, I decided to follow a similar structure for my republication and started with the print version first before translating it into its interactive web counterpart.